Figure 1

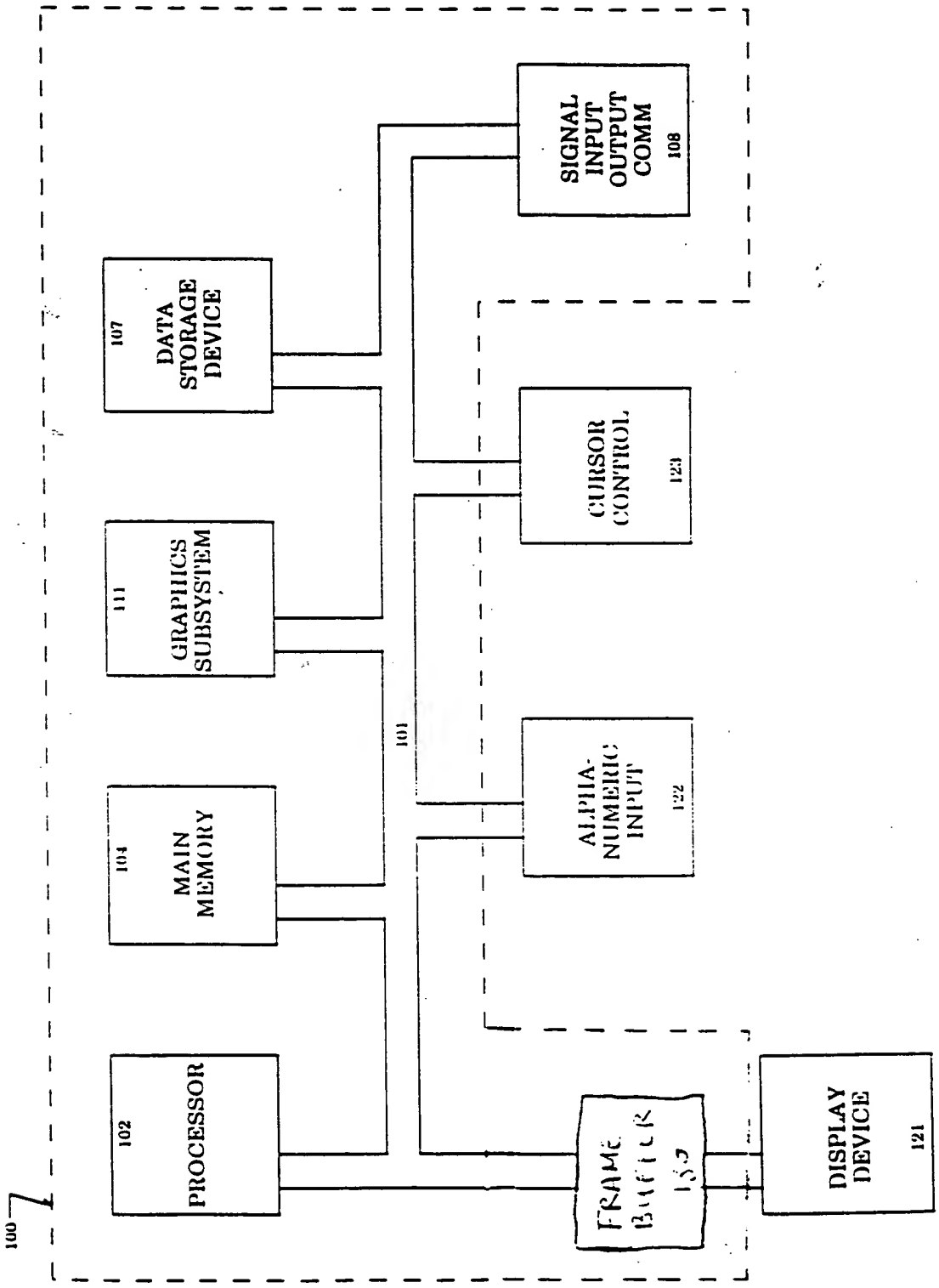
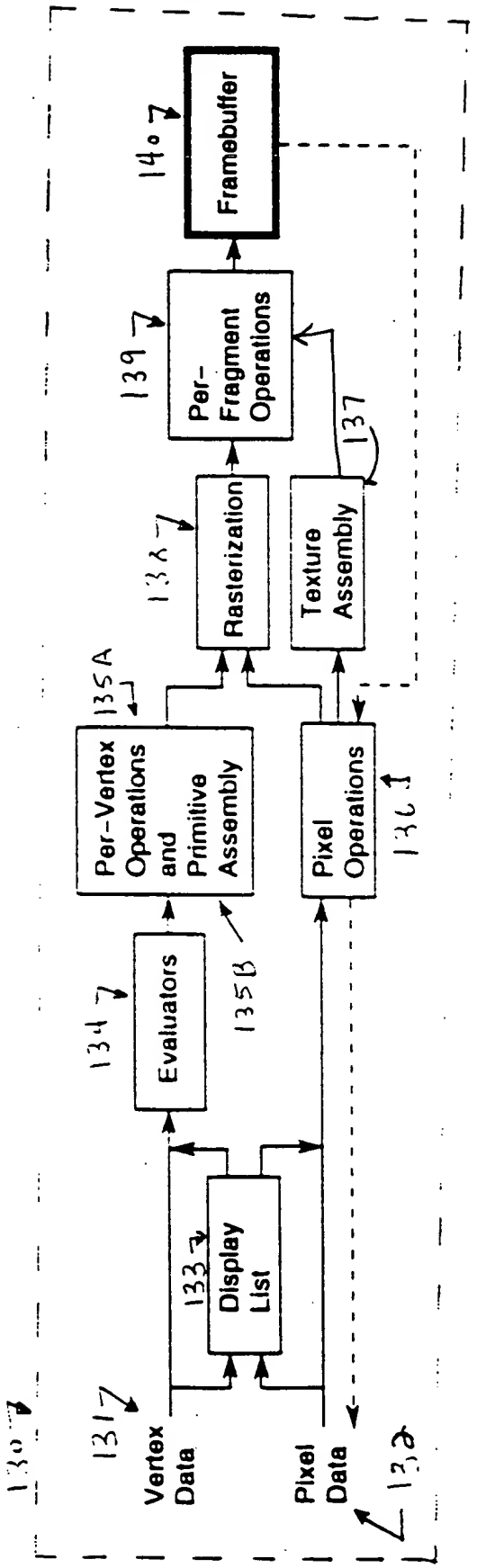

100
101
102
PROCESSOR
104
MAIN MEMORY
107
DATA STORAGE DEVICE
108
SIGNAL INPUT OUTPUT COMM
111
GRAPHICS SUBSYSTEM
121
DISPLAY DEVICE
122
ALPHA-NUMERIC INPUT
123
CURSOR CONTROL

Figure 2


Framebuffer
Per-Fragment Operations
Rasterization
Texture Assembly
Per-Vertex Operations and Primitive Assembly
Pixel Operations
Evaluators
Display List
Vertex Data
Pixel Data
140
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137
135A
135B
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Figure 3

Value	Conditions **
(-1)^s x 2^(e-16) x 1.m	00000 < e < 11111
(-1)^s x 2^15 x 1.m	e == 11111, m ! = 1111111111
(-1)^s x 2^-16 x 1.m	e == 00000, m ! = 0000000000
zero	e == 00000, s == 0, m == 0000000000
NaN *	e == 00000, s == 1, m == 0000000000
positive infinity	e == 11111, s == 0, m == 1111111111
negative infinity	e == 11111, s == 1, m == 1111111111

* NaN: "Not a number," which is generated as the result of an invalid operation and also represents the concept of "negative zero."

** Extrapolation to s11e5 is readily achievable.

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Engineer's Computation Pad

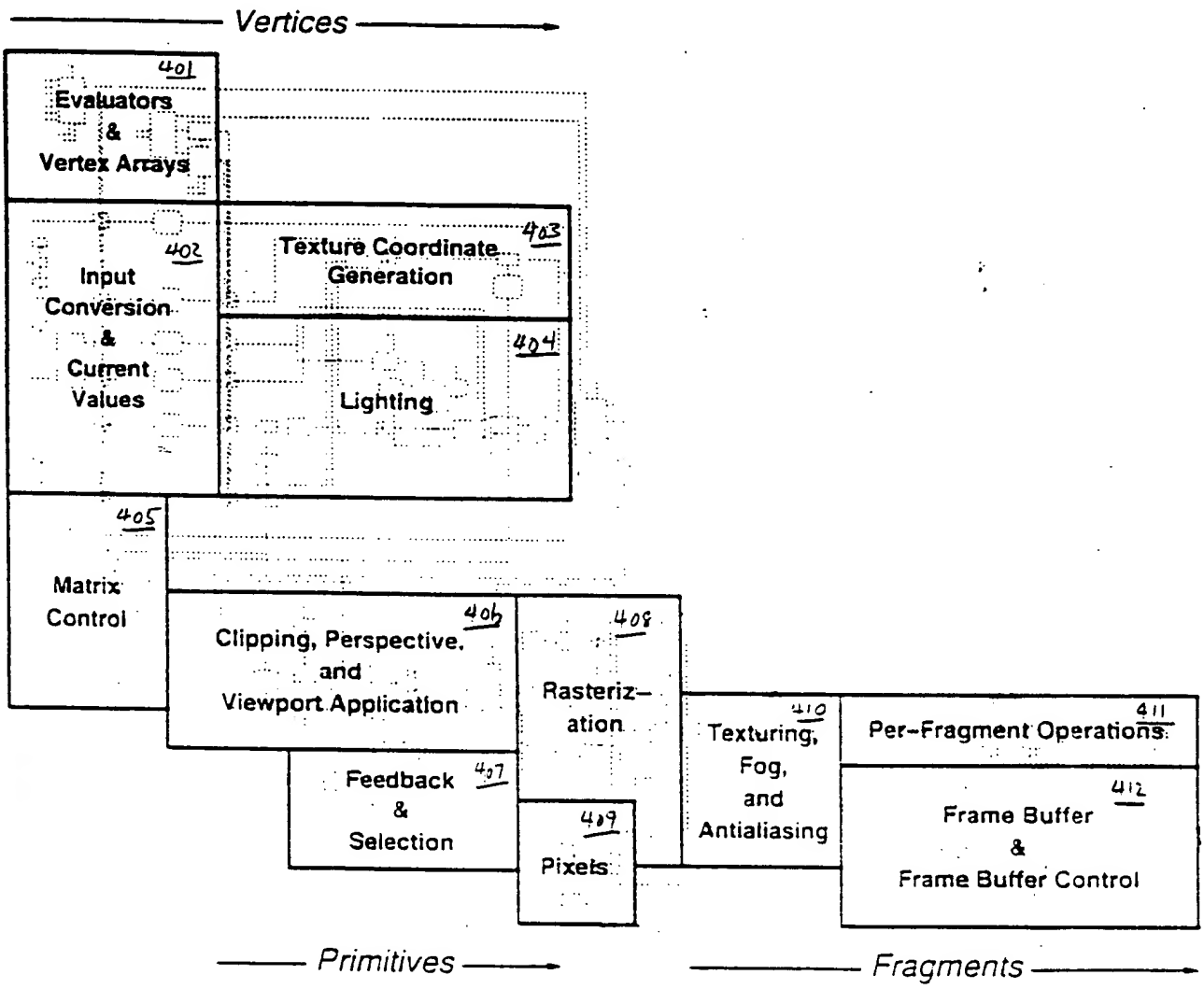

Figure 4

Figure 5

No. 5505
Engineer's Computation Pad